

Yifan (Carrie) Chen

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Education

Carnegie Mellon University-Silicon Valley Master of Science in Software Engineering	08/2023 – 12/2024 Mountain View, CA
University of Michigan-Ann Arbor Bachelor of Science, Computer Science 3.88/4.0 GPA James B. Angell Scholars	08/2020 – 04/2023 Ann Arbor, MI

Skills

Languages: Java, Python, C++, SQL, JavaScript, HTML/CSS, Shell
Frameworks and Tools: React, Next.js, Node.js, TypeScript, Vue, Linux, AWS, Google Cloud Platform, Azure, jQuery, Git, MongoDB, Terraform, Kubernetes, REST API, JUnit, Mockito, NumPy, PyTorch, Flask

Experience

PlayStation Software Engineer Intern	San Francisco, CA 05/2024 – 08/2024
<ul style="list-style-type: none">Designed and implemented a Distributed Tracing system with TypeScript and Next.js for PlayStation's cross-platform web features, providing end-to-end visibility and performance monitoring of the requests.Led project planning and steered cross-functional team collaborations, ensuring the tracing architecture was seamlessly adopted across PlayStation's web components.Created detailed documentation covering the architecture, technologies used, and integration guidelines.	
Yext Software Engineer Intern	New York City, NY 05/2022 – 08/2022
<ul style="list-style-type: none">Contributed as a full-stack software engineer in a dynamic, cross-functional, agile team environment.Leveraged Java and React to implement a user activity tracking system as an in-house alternative to Pendo, to support fine-grained analytics and insights into Yext product usage.Implemented various features, including pagination and search functions, of the new user login history page, which was released to over 1000 users.Made various improvements, including multi-criteria filtering, to the internal admin tool, resulting in improved daily work experience for over 500 employees.	

Projects

Emergency Social Network	08/2023 – 12/2023
<ul style="list-style-type: none">Designed and implemented a real-time social network platform for emergencies using Express.js with a microservices architecture and the MVC pattern to ensure scalability and maintainability.Leveraged MongoDB and Socket.io to implement key features, including private and group chats, public wall, status updates, resource listings, real-time alerts, and notifications.Using the Abstract Factory design pattern, enabled both site-wide search and category-specific search, along with sorting and filtering.	
Taxi Service Management	03/2024 – 04/2024
<ul style="list-style-type: none">Leveraged Kafka and Apache Samza to process data streams, dynamically updating driver statuses, client profiles, and ride requests, while fulfilling ride requests through real-time match score calculations.Deployed the system on an AWS EMR cluster for scalable processing and fault tolerance.Implemented a real-time advertising system that matches targeted client profiles with Yelp businesses.	
MapReduce	11/2022 – 12/2022
<ul style="list-style-type: none">Designed and implemented a MapReduce framework inspired by Google's MapReduce paper.Implemented a distributed system utilizing system threads, processes, and network sockets.Utilized TCP for manager-worker task communication and UDP for heartbeat monitoring, enabling fault tolerance in the framework.	
Machine Learning on the Cloud	11/2023 – 12/2023
<ul style="list-style-type: none">Utilized Google Vertex AI's elastic scaling to train a ride fare prediction model, and optimized accuracy through automatic hyperparameter tuning.Leveraged Python Flask, Vertex AI, Cloud Text-to-Speech, Speech-to-Text, Natural Language, and Directions APIs to build an end-to-end application that processes speech queries about car ride fares and provides speech-based responses.	